ODYSSEY® 4000

INSTALLATION AND GAME RULES

NOTICE: Turn off your ODYSSEY each time you have finished playing the games. If you leave the same game pattern on your TV screen for more than 6-8 hours continuously, there is a possibility that the game pattern could be permanently imprinted on the picture tube screen.

The model and serial number of your Magnavox ODYSSEY game will be found on the bottom of the instrument. Please record this model and serial number in the space provided below.

Model Number _____ Serial Number _____

Welcome to the world of ODYSSEY – today's challenge in family home games. Turning your TV screen into an electronic playground, ODYSSEY 4000 takes you right to the ice arena of Hockey, and the wide-open Soccer field. Or imagine yourself surrounded by a close, noisy crowd at a Basketball game; in the hushed atmosphere of a Tennis match; or caught up in a fast-paced game of Smash. There's also quick-moving Gridball along with practice sessions to improve your shots in Basketball and your form in Smash. Safe for play by all ages, ODYSSEY 4000 attaches to any size, any brand TV – color or black and white. Join the action and become a pro with ODYSSEY 4000 by Magnavox.

MAKING CONNECTIONS

ANTENNA GAME SWITCH

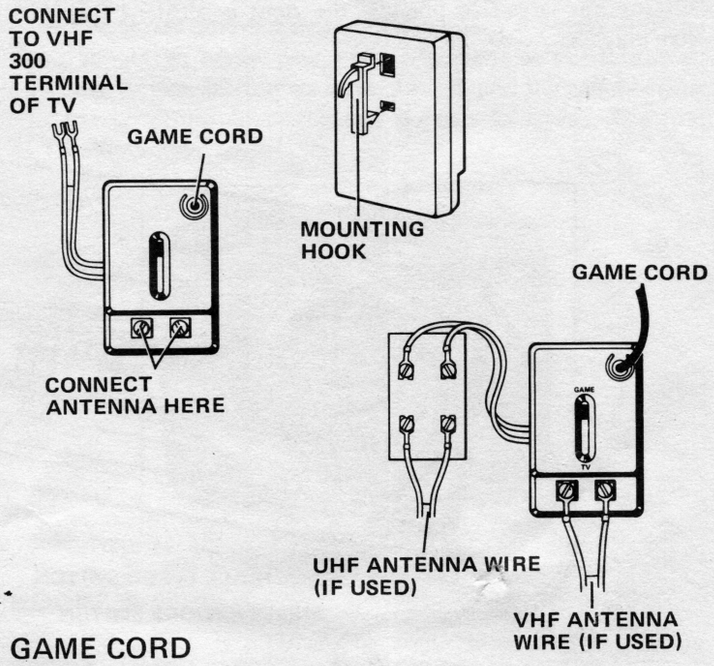
The Antenna-Game Switch allows you to select either ODYSSEY or regular TV viewing without having to disturb your antenna connections.

Disconnect the VHF antenna wire on the back of your TV (if there is one) and connect it to the Antenna-Game Switch. Connect the lead from the Antenna-Game Switch to the VHF 300 terminals of the television. The Antenna-Game Switch is now connected to your TV for ODYSSEY operation.

Merely move the slide switch to either Game position for ODYSSEY, or to the TV position for television viewing. Make certain the slide switch is moved to the extreme position; do not leave it in the middle, as you will not have proper operation. For TV's with ventilating holes convenient to the Antenna Terminals, a mounting hook is provided for hanging the Antenna-Game Switch on the back of your television. **NOTE: Additional Antenna-Game Switches are available through your ODYSSEY or Magnavox Dealer for each television in your home.**

If your antenna cable is round with a screw-on type connector (75 ohm), you will need to purchase a 75 ohm to 300 ohm Balun to permit connection of your TV antenna to the ODYSSEY Antenna-Game Switch. The 75 ohm to 300 ohm Balun's are available from your local Magnavox Dealer or any television service organization.

If you were using a 75 ohm round cable, your television will probably have a set of jumper plates or a switch which must be moved to select the VHF-300 ohm terminals. Your television instruction will be of help.



GAME CORD

Now you can plug the Game Cord from your ODYSSEY into the Antenna-Game Switch socket marked Game Cord. The Game Cord should never by yanked from the Antenna Game Switch. Always grasp it by the plug end, not the cord.

AC ADAPTOR

The AC Adaptor is plugged into the AC Adaptor socket located on the left center portion of your ODYSSEY control board.

CHANNEL SWITCH

The Channel Switch is located inside the ODYSSEY control cabinet and is used to select either Channel 3 or 4 for operation of ODYSSEY. Place your ODYSSEY upside down and locate the screw in the center of the cabinet back. Press down gently while turning the screw approximately one half turn counter-clockwise. Take hold of both sides of the cabinet and lift off. The Channel Switch is at the left of the printed circuit board. This switch is normally set at the factory for Channel 3 operation. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position. For future reference, indicate here the channel being used for your ODYSSEY _____.

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PREPARING THE BOARD

RESET/ON/OFF SWITCH

On this three-way control, move the switch to the bottom position to turn the power Off; to the middle position to turn the power On. Moving the switch to the Reset position triggers the Automatic Score to zero. This position is spring-loaded and after "Reset" will return to "On".

GAME SWITCH

This control is your game selector. Move it to the far right for Tennis, far left for Hockey, and at regular intervals in between for Soccer, Gridball, Basketball Practice, Basketball, Smash and Smash Practice.

SKILL SWITCH

This three-position control allows you to play as an amateur, as a pro, or with a handicap. As an amateur, your "player" is larger than as a pro, allowing you more surface area with which to hit the ball. In the handicap position, the left contestant has large-size players, the right contestant has small-size players.

BALL SPEED SWITCH

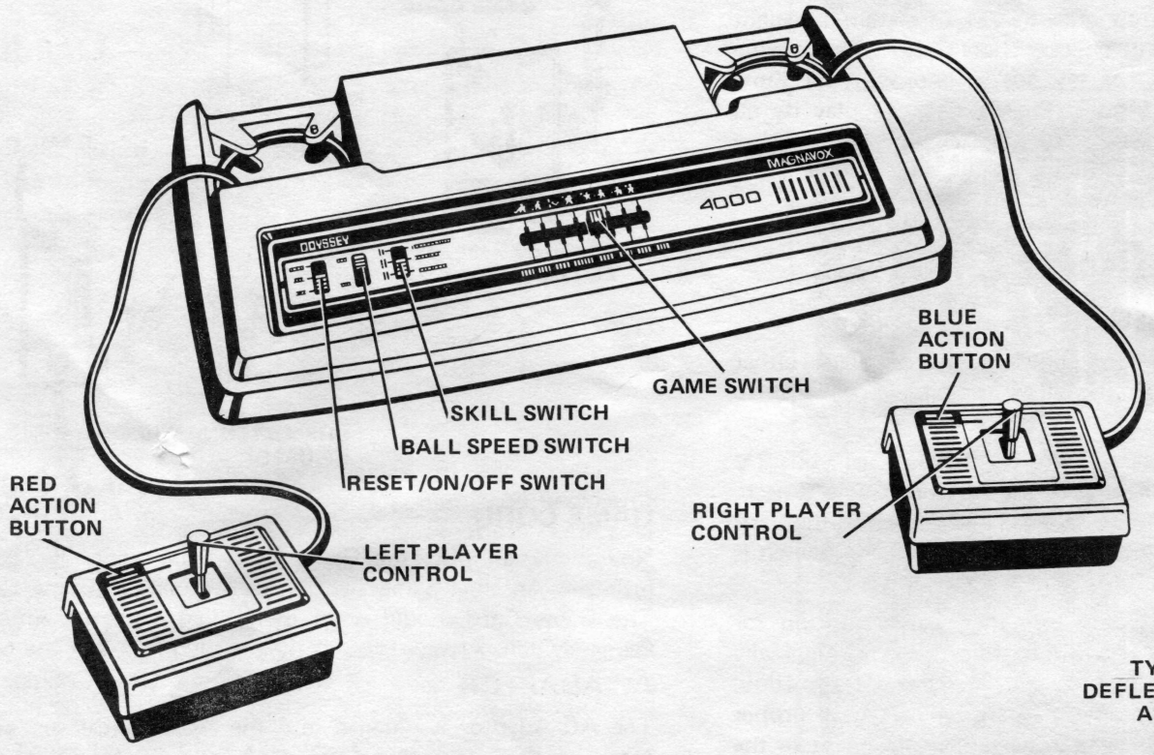
Move the control to slow for a slower-paced game start to finish. In the fast position, the ball speeds up on the seventh consecutive hit in a volley after each point.

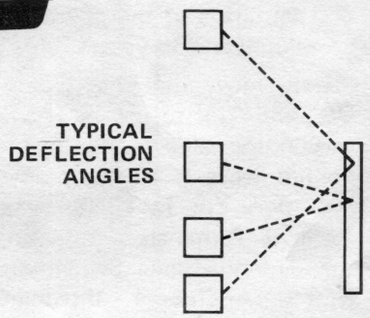
PLAYER CONTROLS

Player Controls move the player vertically, horizontally, and diagonally. The player will move on the screen in the same direction as the contestant moves the lever on the player control, providing the Control is held with the colored button in the upper left hand corner. The player and score which appear black or a darker color on the screen are controlled by the right Player Control with the blue button. The player and the score which appear white or lighter colored on the screen are controlled by the left Player Control with the red button. **NOTE: In Practice, only the right Player Control operates.**

ACTION BUTTONS

In the upper left hand corner of each Player Control is a blue or red button. When pushed, one or both of these (depending on the game being played) triggers the Automatic Serve.





AUTOMATIC FEATURES

SCORING

Each time the ball leaves the playing area, (or hits the net in Hockey and Basketball), the Automatic Scoring will award a point to the appropriate player or team. **NOTE: In Smash the point is scored only when the ball was served by the player winning the point.**

SERVING

The ball will normally return into play by the Automatic Serve, from mid-screen in all games but Tennis and Smash where it returns from screen edge. After either player has scored 15 points, the ball cannot be served until the Reset/On/Off Switch is moved to Reset.

SOUND

During play a different audio tone is heard each time the ball hits a player, a wall, or when a point is scored.

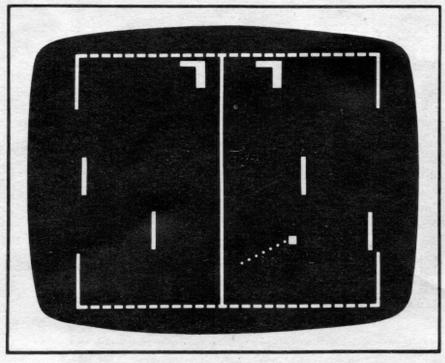
ANGLE DEFLECTION

The angle at which the ball is deflected is determined by the point on the player that the ball hits. If hit close to either end, the player will deflect the ball at a large angle; if hit near the center, the angle of deflection is small. **NOTE: In Gridball the ball is deflected at an angle equal to its angle of incidence with the barrier.**

PLAYING ALL GAMES

Position the Game Switch for the game desired and move the Reset/On/Off Switch to On. Set the Skill and Ball Switches according to the players' (teams') ability, keeping in mind that if one player (team) is much better than the other, it may want to play as the Blue Player (Team) with the Skill Switch in the handicap position. The Blue Player (Team) defends the right hand goal and the Red Player (Team) defends the left hand goal. **NOTE: In Smash the players alternate turns hitting the ball.**

When the game is set and players (teams) are positioned (usually in the center of their playing areas), the Reset/On/Off Switch is moved to Reset and shows a zero score. By pushing the Action Buttons the ball (puck) is served from mid-court except in Smash and Tennis, where it is served from court's edge. When each point is scored, the ball (puck) is automatically returned to the original serve position. When a score of 15 is reached by either team the Reset/On/Off Switch is moved to Reset for a zero score and the game begins again.



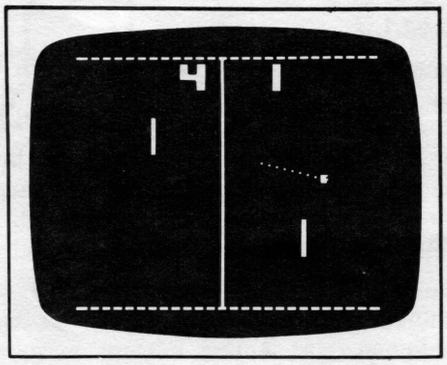
PROPER SOCCER DISPLAY

SOCCER

Imagine yourself on a wide-open field of green, limbering up for your Soccer game. Your eye roams the field, planning strategy, as goalie and forward, to get that ball past your opponent's goalie, while not allowing any points for your opponent.

As a goalie, you will stay on your side of the center line, moving only vertically in front of the goal. As a forward, you can move in any direction, all over the field, being able to deflect the ball or change its angle of travel. If the ball comes to you from the direction of your own goal, you will deflect it. If it comes to you from your opponent's goal, you will change its angle of travel as it passes through you.

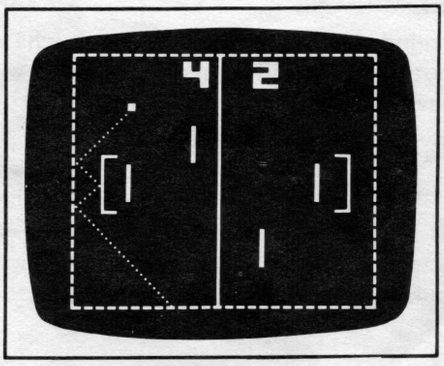
When both teams are ready for the kick-off at the center line, the loser of the last game makes the initial kick-off. After each point is scored, the ball returns to mid-field to be kicked off by the team giving up the point (the ball will change color to match the team that is to be serving). The team scoring 15 points first wins.



PROPER TENNIS DISPLAY

TENNIS

Now courtside, look over the court, as the imagined crowd quiets to a hush for the game to begin. You give the ball a couple of imaginary bounces and face your opponent. You'll have five serves before giving your opponent the serve and you hope to get as many past your opponent as possible. You push the Action Button to serve the ball and the game begins. The player whose court the ball appears in serves. The first to 15 points wins.

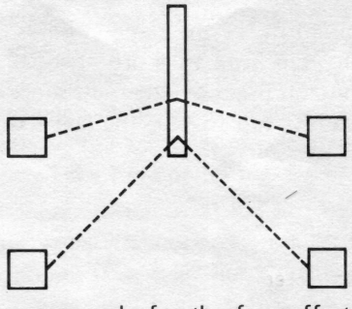


PROPER HOCKEY DISPLAY

HOCKEY

Your TV screen is now an ice arena filled with a roaring crowd. And as a Hockey player, both goalie and forward, you should be sharpening your skates to maneuver that puck into your opponent's net while defending your own goal.

As a goalie you will stay on your side of the center line, moving only vertically in front of the net. As a forward, you can move in any direction, all over the floor, being able to deflect the puck or change its angle of travel. If the puck comes to you from the direction of your own goal, you will deflect it. If it comes to you from your opponent's goal, you will change its angle of travel as it passes through you.



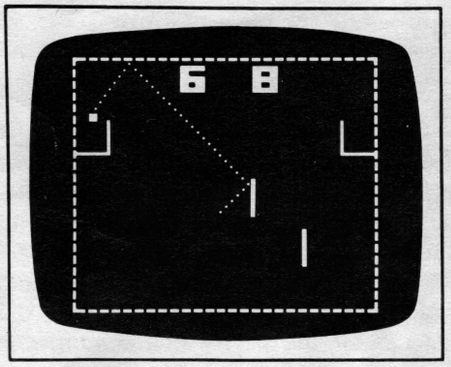
TYPICAL DEFLECTION ANGLES

When both teams are ready for the face-off at the center line, push both Action Buttons and the game begins. When either team scores its 15th point, the game ends.

BASKETBALL

With the sound of a restless, cheering crowd in your mind, you imagine warming up with some opening shots. Thinking over your one-on-one defense you hope to get as many baskets as possible while blocking your opponent's. Both players use the whole court. In moving the ball, if it comes to you from the direction of your opponent's goal you will deflect it. If it comes to you from your own goal you can change the angle of travel as it passes through you.

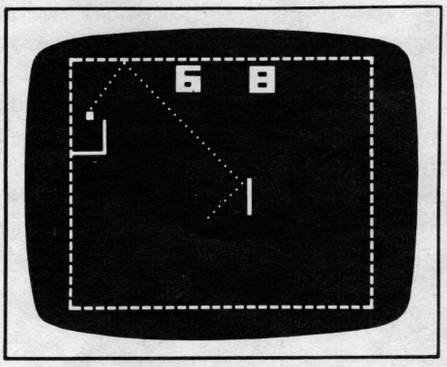
As you ready for the opening jump on the center line, both players should push the Action Buttons to start the game. Scoring 15 points first wins the game.



PROPER BASKETBALL DISPLAY

BASKETBALL PRACTICE

Need to warm up your game of basketball with some practice shots? Basketball Practice uses the left basket single play (Blue Player Control). The right counter on the scoreboard tallies the number of hits without scoring while the left counter shows the number of baskets made. Either side will count to 15.

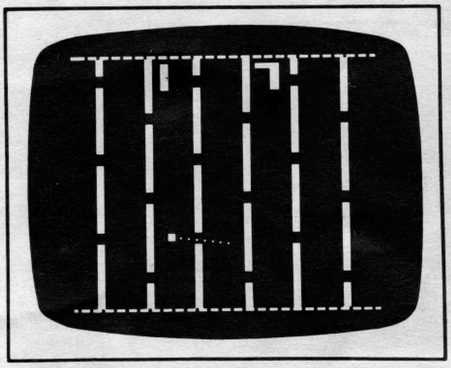


PROPER BASKETBALL PRACTICE DISPLAY

GRIDBALL

Clear your mind and concentrate as you psyche yourself for Gridball, another fast-paced game of challenge. You and your opponent have three sets of vertically moving barriers to block the ball from approaching your end but with openings in the barriers to permit the ball to move toward the opponent's end. Your strategy must be fast to score but not be scored upon.

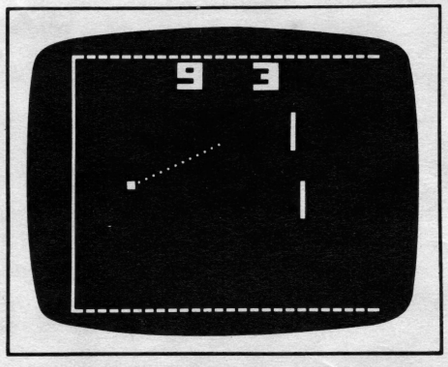
Start the game by both players pushing the Action Button. The game ends when a player scores 15 points.



PROPER GRIDBALL DISPLAY

SMASH

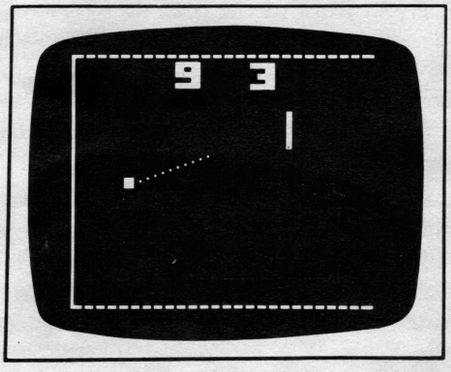
Now on the Smash Court, you imagine warming up, concentrating on your form, eyeing the opponent, and wondering how his return hit is. You and your opponent can move over the whole court and the game starts when the player whose serve it is, pushes his Action Button. The left player always serves first. The color of the ball changes to match the next player to hit the ball. If you intercept or are hit by the ball out of turn, it is a fault. Points are given only if won on a player's own serve. Points won on the opponent's serve will only cause a change of serve. The player scoring 15 first wins.



PROPER SMASH DISPLAY

SMASH PRACTICE

To improve your form for the game of Smash, a little practice will put you on your way to a professional. In single player (Blue Player Control) practice, the right score counts the number of successive hits (up to 15), the left score the number of volleys played.



PROPER SMASH PRACTICE DISPLAY

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